

1 **In the Claims**

2 Please amend claim 35 as shown herein.

3 Claims 1-58 are pending and are listed following:

4
5 **1. (original)** An audio generation system, comprising:

6 an audio processing component configured to generate an audio rendition
7 corresponding to audio wave data;

8 audio wave track components configured to generate playback instructions
9 that are routed to the audio processing component to initiate the audio rendition
10 being generated;

11 a segment component configured to play one or more of the audio wave
12 track components to generate the playback instructions.

13
14 **2. (original)** An audio generation system as recited in claim 1,
15 further comprising MIDI track components configured to generate event
16 instructions that are routed to the audio processing component to initiate a second
17 audio rendition corresponding to MIDI audio data, and wherein the segment
18 component is further configured to play one or more of the MIDI track
19 components to generate the event instructions.

1 3. **(original)** An audio generation system as recited in claim 1,
2 further comprising a segment state that includes programming references to each
3 of the audio wave track components, the segment state configured to initiate that
4 one or more of the audio wave track components generate the playback
5 instructions.

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7 4. **(original)** An audio generation system as recited in claim 1,
8 further comprising one or more segment states that include programming
9 references to each of the audio wave track components, the one or more segment
10 states configured to initiate that one or more of the audio wave track components
11 generate the playback instructions such that the audio processing component
12 generates one or more audio renditions corresponding to the audio wave data.

13
14 5. **(original)** An audio generation system as recited in claim 1,
15 further comprising a performance manager that includes one or more segment
16 states, each segment state including programming references to each of the audio
17 wave track components, and each segment state configured to initiate that one or
18 more of the audio wave track components generate the playback instructions.

19
20 6. **(original)** An audio generation system as recited in claim 1,
21 further comprising one or more performance managers that each include a
22 segment state having programming references to each of the audio wave track
23 components, the segment state configured to initiate that one or more of the audio
24 wave track components generate the playback instructions.
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2 7. **(original)** An audio generation system as recited in claim 1,
3 wherein the audio processing component is further configured to receive the audio
4 wave data from one or more audio wave data sources, and wherein the audio
5 processing component is further configured to receive the playback instructions
6 from the one or more audio wave track components.

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8 8. **(original)** An audio generation system as recited in claim 1,
9 wherein the audio processing component is a synthesizer component configured to
10 receive the audio wave data from one or more audio wave data sources, and is
11 further configured to generate the audio rendition in response to the playback
12 instructions.

13
14 9. **(original)** An audio generation system as recited in claim 1,
15 further comprising at least a second audio processing component configured to
16 receive the playback instructions from the one or more audio wave track
17 components, the second audio processing component further configured to
18 generate a second audio rendition corresponding to the audio wave data.

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20 10. **(original)** An audio generation system as recited in claim 1,
21 wherein the audio wave track components are further configured to maintain the
22 audio wave data as an embedded audio wave data source.
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1 **11. (original)** An audio generation system as recited in claim 1,
2 wherein the segment component is further configured to maintain the audio wave
3 data as an embedded audio wave data source.

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5 **12. (original)** An audio generation system as recited in claim 1,
6 wherein the audio wave track components are further configured to randomly
7 select a variation of the audio wave data such that the segment component plays
8 the one or more audio wave track components that correspond to the variation
9 selection.

10
11 **13. (original)** An audio generation system as recited in claim 1,
12 wherein the audio wave track components include programming references to
13 variations of the audio wave data, and wherein the audio wave track components
14 are further configured to randomly select a variation of the audio wave data such
15 that the segment component plays the one or more audio wave track components
16 that correspond to the variation.

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18 **14. (original)** An audio generation system as recited in claim 1,
19 wherein the segment component is a programming object having an interface that
20 is callable by a software component of the audio generation system to initiate that
21 the segment component play the one or more audio wave track components.

1 **15. (original)** An audio generation system as recited in claim 1,
2 wherein the segment component is a programming object having an interface that
3 is callable by a performance manager to initiate that the segment component play
4 the one or more audio wave track components, and wherein the audio wave track
5 components are programming objects each having an interface that is callable by
6 the segment component to initiate that the one or more audio wave track
7 components generate the playback instructions.

8
9 **16. (original)** An audio generation system as recited in claim 1,
10 wherein the audio wave track components generate the playback instructions to
11 include one or more of the following:

- 12 one or more programming references to the audio wave data;
- 13 a start time to initiate the audio rendition being generated;
- 14 a volume parameter that is a decibel gain applied to the audio wave data;
- 15 a pitch parameter that identifies an amount that the audio wave data is to be
16 transposed;
- 17 a variation parameter that identifies whether the audio wave data
18 corresponding to a particular audio wave track component is to be played;
- 19 a duration parameter that identifies how long audio wave data
20 corresponding to a particular audio wave track component will be played; and
21 a stop play parameter that stops the audio rendition from being generated.

1 **17. (original)** An audio generation system as recited in claim 1,
2 wherein the audio wave track components are implemented as data structures
3 associated with the segment component, an individual data structure for an audio
4 wave track component including one or more of the following:

5 one or more programming references that identify the audio wave data;

6 a start time that identifies when the audio wave track component is played
7 relative to other audio wave track components;

8 a volume parameter that is a decibel gain applied to the audio wave data;

9 a pitch parameter that identifies an amount that the audio wave data is to be
10 transposed;

11 a variation parameter that identifies whether the audio wave data
12 corresponding to a particular audio wave track component is to be played;

13 a duration parameter that identifies how long audio wave data
14 corresponding to a particular audio wave track component will be played.

1 **18. (original)** An audio generation system, comprising:
2 a MIDI track component configured to generate event instructions for MIDI
3 audio data received from a MIDI audio data source;
4 an audio wave track component configured to generate playback
5 instructions for audio wave data maintained in an audio wave data source;
6 a segment component configured to play the MIDI track component to
7 generate the event instructions, and further configured to play the audio wave
8 track component to generate the playback instructions; and
9 an audio processing component configured to receive the event instructions
10 and the playback instructions, and further configured to generate an audio
11 rendition corresponding to the MIDI audio data and to the audio wave data.

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13 **19. (original)** An audio generation system as recited in claim 18,
14 wherein the segment component includes the MIDI track component and the audio
15 wave track component.
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1 **20. (original)** An audio generation system as recited in claim 18,
2 wherein the segment component includes the MIDI track component, the audio
3 wave track component, and one or more of the following:

4 one or more additional MIDI track components configured to generate
5 additional event instructions for additional MIDI audio data received from one or
6 more MIDI audio data sources; and

7 one or more additional audio wave track components configured to
8 generate additional playback instructions for additional audio wave data
9 maintained in one or more audio wave data sources.

10
11 **21. (original)** An audio generation system as recited in claim 18,
12 further comprising a segment state that includes a first programming reference to
13 the MIDI track component and a second programming reference to the audio wave
14 track component, the segment state configured to initiate that the MIDI track
15 component generate the event instructions, and further configured to initiate that
16 the audio wave track component generate the playback instructions.

1 **22. (original)** An audio generation system as recited in claim 18,
2 further comprising one or more segment states that include a first programming
3 reference to the MIDI track component and a second programming reference to
4 the audio wave track component, the one or more segment states configured to
5 initiate that the MIDI track component generate the event instructions, and further
6 configured to initiate that the audio wave track component generate the playback
7 instructions such that the audio processing component generates one or more
8 audio renditions corresponding to the MIDI audio data and to the audio wave data.

9
10 **23. (original)** An audio generation system as recited in claim 18,
11 further comprising a performance manager that includes one or more segment
12 states, each segment state including a first programming reference to the MIDI
13 track component and a second programming reference to the audio wave track
14 component, the one or more segment states configured to initiate that the MIDI
15 track component generate the event instructions, and further configured to initiate
16 that the audio wave track component generate the playback instructions.

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18 **24. (original)** An audio generation system as recited in claim 18,
19 wherein the audio processing component is further configured to receive the audio
20 wave data from one or more audio wave data sources.

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22 **25. (original)** An audio generation system as recited in claim 18,
23 wherein the audio processing component is a synthesizer component configured to
24 receive the audio wave data from one or more audio wave data sources.
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2 **26. (original)** An audio generation system as recited in claim 18,
3 further comprising at least a second audio processing component configured to:
4 receive the audio wave data from one or more audio wave data sources;
5 receive the event instructions and the playback instructions; and
6 generate a second audio rendition corresponding to the MIDI audio data
7 and to the audio wave data.

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9 **27. (original)** An audio generation system as recited in claim 18,
10 wherein the audio wave track component is further configured to maintain the
11 audio wave data as an embedded audio wave data source.

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13 **28. (original)** An audio generation system as recited in claim 18,
14 wherein the segment component is further configured to maintain the audio wave
15 data as an embedded audio wave data source.

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17 **29. (original)** An audio generation system as recited in claim 18,
18 wherein the audio wave track component is further configured to randomly select
19 a variation of the audio wave data when the audio wave track component is
20 played.
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1 **30. (original)** An audio generation system as recited in claim 18,
2 wherein the audio wave track component is further configured to randomly select
3 a variation of the audio wave data such that the segment component plays audio
4 wave data in the audio wave track component that corresponds to the variation
5 selection.

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7 **31. (original)** An audio generation system as recited in claim 18,
8 wherein the audio wave track component includes programming references to
9 variations of the audio wave data maintained in the audio wave data source, and
10 wherein the audio wave track component is further configured to randomly select
11 a variation of the audio wave data when the audio wave track component is
12 played.

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14 **32. (original)** An audio generation system as recited in claim 18,
15 wherein the segment component is a programming object having an interface that
16 is callable by a software component of the audio generation system to initiate that
17 the segment component play the MIDI track component and play the audio wave
18 track component.

1 **33. (original)** An audio generation system as recited in claim 18,
2 wherein:

3 the segment component is a programming object having an interface that is
4 callable by a performance manager to initiate that the segment component play the
5 MIDI track component and play the audio wave track component;

6 the MIDI track component is a programming object having an interface that
7 is callable by the segment component to initiate that the MIDI track component
8 generate the event instructions; and

9 the audio wave track component is a programming object having an
10 interface that is callable by the segment component to initiate that the audio wave
11 track component generate the playback instructions.

1 **34. (original)** An audio generation system as recited in claim 18,
2 wherein the audio wave track component generates the playback instructions to
3 include one or more of the following:

4 one or more programming references to the audio wave data;

5 a start time to initiate the audio rendition being generated;

6 a volume parameter that is a decibel gain applied to the audio wave data;

7 a pitch parameter that identifies an amount that the audio wave data is to be
8 transposed;

9 a variation parameter that identifies whether the audio wave data
10 corresponding to the audio wave track component is to be played;

11 a duration parameter that identifies how long audio wave data
12 corresponding to the audio wave track component will be played; and

13 a stop play parameter that stops the audio rendition from being generated.
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1 **35. (currently amended)** An audio generation system as recited in
2 claim [[1]] 18, wherein the audio wave track component is implemented as data
3 structure associated with the segment component, the data structure including one
4 or more of the following:

5 one or more programming references that identify the audio wave data;

6 a start time that identifies when the audio wave track component is played
7 relative to the MIDI track component and to other audio wave track components;

8 a volume parameter that is a decibel gain applied to the audio wave data;

9 a pitch parameter that identifies an amount that the audio wave data is to be
10 transposed;

11 a variation parameter that identifies whether the audio wave data
12 corresponding to the audio wave track component is to be played;

13 a duration parameter that identifies how long audio wave data
14 corresponding to the audio wave track component will be played.

15
16 **36. (original)** A method, comprising:

17 initiating a segment component to play one or more audio wave track
18 components;

19 generating playback instructions for audio wave data with the one or more
20 audio wave track components; and

21 communicating the playback instructions to an audio processing component
22 that generates an audio rendition corresponding to the audio wave data.

1 **37. (original)** A method as recited in claim 36, further comprising
2 routing the audio wave data to the audio processing component from one or more
3 audio wave data sources.

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5 **38. (original)** A method as recited in claim 36, further comprising
6 routing the audio wave data to the audio processing component from one or more
7 audio wave data sources before generating the playback instructions.

8
9 **39. (original)** A method as recited in claim 36, further comprising
10 instantiating a segment state that initiates the segment component playing the one
11 or more audio wave track components.

12
13 **40. (original)** A method as recited in claim 36, further comprising
14 instantiating multiple segment states that each initiate the segment component
15 playing the one or more audio wave track components, and wherein:

16 generating the playback instructions includes generating playback
17 instructions for each segment state; and

18 communicating the playback instructions includes communicating the
19 playback instructions for each segment state to the audio processing component
20 such that the audio processing component generates multiple audio renditions
21 corresponding to the multiple segment states.

1 **41. (original)** A method as recited in claim 36, further comprising
2 selecting a variation number corresponding to one or more variations of the audio
3 wave data, and further comprising playing the one or more audio wave track
4 components corresponding to audio wave data associated with the variation
5 number.

6
7 **42. (original)** A method as recited in claim 36, wherein
8 communicating the playback instructions includes communicating the playback
9 instructions to multiple audio processing components that each generate an audio
10 rendition corresponding to the audio wave data.

11
12 **43. (original)** A method as recited in claim 36, further comprising:
13 initiating the segment component to play one or more MIDI track
14 components;

15 generating event instructions for MIDI audio data with the one or more
16 MIDI track components; and

17 wherein communicating the playback instructions includes communicating
18 the event instructions to the audio processing component to generate the audio
19 rendition corresponding to the audio wave data and to the MIDI audio data.

20
21 **44. (original)** One or more computer-readable media comprising
22 computer-executable instructions that, when executed, direct an audio generation
23 system to perform the method of claim 36.

1 **45. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct an audio generation
3 system to perform the method of claim 43.

4
5 **46. (original)** A method, comprising:
6 generating playback instructions for audio wave data with an audio wave
7 track component;
8 generating event instructions for MIDI audio data with a MIDI track
9 component;
10 communicating the playback instructions and the event instructions to an
11 audio processing component that generates an audio rendition corresponding to the
12 audio wave data and to the MIDI audio data.

13
14 **47. (original)** A method as recited in claim 46, further comprising
15 requesting an allocation of logical communication paths in the audio processing
16 component to route the playback instructions and the event instructions.

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18 **48. (original)** A method as recited in claim 46, further comprising
19 routing the audio wave data to the audio processing component from one or more
20 audio wave data sources before communicating the playback instructions.

1 **49. (original)** A method as recited in claim 46, further comprising
2 initiating a segment component to play the audio wave track component and play
3 the MIDI track component such that the audio wave track component generates
4 the playback instructions and the MIDI track component generates the event
5 instructions.

6
7 **50. (original)** A method as recited in claim 49, further comprising
8 instantiating a segment state that initiates the segment component playing the
9 audio wave track component and the MIDI track component.

10
11 **51. (original)** A method as recited in claim 46, further comprising
12 selecting a variation number corresponding to one or more variations of the audio
13 wave data, and wherein generating the playback instructions includes generating
14 the playback instructions for audio wave data associated with the variation
15 number.

16
17 **52. (original)** A method as recited in claim 46, wherein
18 communicating the playback instructions and the event instructions includes
19 communicating the playback instructions and the event instructions to multiple
20 audio processing components that each generate an audio rendition corresponding
21 to the audio wave data and to the MIDI audio data.

1 **53. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct an audio generation
3 system to perform the method of claim 46.

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5 **54. (original)** One or more computer-readable media comprising
6 computer-executable instructions that, when executed, direct an audio generation
7 system to perform the method of claim 49.

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9 **55. (original)** One or more computer-readable media comprising
10 computer-executable instructions that, when executed, direct an audio generation
11 system to perform a method, comprising:

12 playing one or more audio wave track components;

13 playing one or more MIDI track components;

14 generating playback instructions for audio wave data with the one or more
15 audio wave track components;

16 generating event instructions for MIDI audio data with the one or more
17 MIDI track components; and

18 communicating the playback instructions and the event instructions to an
19 audio processing component that generates an audio rendition corresponding to the
20 audio wave data and to the MIDI audio data.

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22 **56. (original)** One or more computer-readable media as recited in
23 claim 55, wherein the method further comprises routing the audio wave data to the
24 audio processing component from one or more audio wave data sources.
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2 **57. (original)** One or more computer-readable media as recited in
3 claim 55, wherein the method further comprises initiating a segment component to
4 play the one or more audio wave track components and play the one or more MIDI
5 track components.

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7 **58. (original)** One or more computer-readable media as recited in
8 claim 57, wherein the method further comprises instantiating a segment state that
9 initiates the segment component to play the one or more audio wave track
10 components and play the one or more MIDI track components.
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